

TAITOTM
TAITO CORPORATION

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INSTRUCTION MANUAL

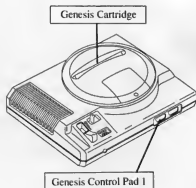
Loading Instructions/Starting Up:

1. Make sure the power switch is OFF.
2. Insert the game cartridge in the Genesis System (shown below) as described in your GENESIS SYSTEM.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion .

IMPORTANT: Always make sure the System is turned OFF when inserting or removing your Genesis Cartridge.

WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

For 1 Player: Press **START** Button on Genesis Control Pad 1




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CADASH

The Story So Far



In times long past, humans and demons lived in the same world, bitter enemies who warred endlessly. The One Who Knows All grew tired of the carnage and hate, and one day split the world in two, giving the world above to the humans and consigning the demons to their dark caves and tunnels in the underworld.

As they moved in separate worlds, they established separate cultures and left war behind. The human world was happy, as human kings maintained peace and lawful order. But the demons never forgot that they once shared the light. They grew evil in their hateful envy, and plotted revenge.


Then one rose among them who was especially powerful, a demon wizard born of a human woman — the Balrog. He promised his followers a human kingdom if he could mingle his blood with that of a human king, and he began a series of raids on the world above in search of loot and a royal wife.

This rekindled the war, and heroes and wizards again walked the land. But the Balrog won his prize, kidnapping the Princess Salassa from the keep of Dirzar and taking her to his stronghold, the dreaded Castle Cadash.

No man loved his daughter as much as the wise and benevolent king of Dirzar loved his Salassa. He vowed to give his entire kingdom to the one who would save his princess. Many brave heroes have disappeared into the depths on this quest, never to be heard from again. But time is growing short — soon the stars will be right for the Balrog to marry Salassa and force his claim to the land of Dirzar.

You have volunteered to undertake this frightful mission: to destroy the Balrog and bring the Princess Salassa back to the light.

Bidding farewell to the king, you enter the pits of the demons.



Summary

This is a fantasy role-playing game.

Your object is to overcome the demons and monsters and get the princess back. You are awarded a bounty for each demon and monster that you defeat; with this money you may purchase other weapons, armor and other things to help you on your quest.

Along the way, various characters will provide clues to help you find the lair of the Balrog. Listen carefully to what they say.

- The game can be played by one or two players.
Two players must choose different characters.

Player Characters



The Fighter, who lives by his wits and his sword.

He has great physical strength, but cannot use magic.

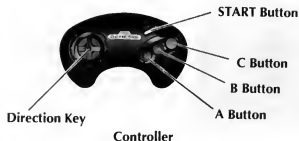
The Mage, who draws on the wisdom and magic of the ancients.

He is physically weak, but quick to learn new spells and gain power. He can also strike his opponents with his staff.



You may name the character you have chosen.

Controller Operations



Basic controls

Go inside, go upstairs,
or climb
Move left
Move right
Squat or climb down
Attack
Jump
Pause
Select store item

Up
Left
Right
Down
B
A or C
START
Direction Key, B

Special controls

Attack to upper right: **Up right** and press **B**
Attack to upper left: **Up left** and press **B**
Kick downward: **Down** and press **B** as you jump



Press **Down** and **A** while jumping
for a downward attack.



Press **Up** and **B** to strike above or to
upper right.

When you are the mage, press and hold **B** to open the magic window at upper right. The window displays symbols for the spells you can use. An experienced mage can use more than one spell: hold the button down until the spell you want to use appears, then release to use the spell. The number of spells available increases with play level. (For details, turn to page 11.)

Game Parameters

All good and evil characters are assigned specific parameters:

1. **Strength (STR)**

This is the amount of damage a character can make in one blow with a weapon.

2. **Armor Class (AC)**

This is the ability to withstand an attack. Your opponent's strength minus your AC rating is the damage you will receive with each blow.

3. **Agility (AGL)**

this is the speed at which a character can move, swing a weapon and take other action.

4. **Hit points (HP)**

This is the measure of life remaining. If your hit points reach zero, you are dead and the game is over.

5. **Magic points (MP)**

This gauge falls as you use up your magic.

Parameters for players:

6. Experience points (EXP)

These are awarded when you defeat an enemy. Gather points to raise your level.

7. Level (LV)

This shows the relative strength of the player. Higher levels raise your values for parameters 1-4, which make you stronger.

8. Gold (G)

This is the amount of money you have on hand. It is awarded when you take gold from a monster or open a treasure box. Spend it to buy a new weapon, armor, herbs and potions.

Game over

The game is over when hit points reach zero or the player reaches the goal.

Continue

If you have credits left, you may resume the game from where you finished by pressing START within ten seconds. This is the only way to resume a game.

The Display

Basic status window



This shows the player's name, level, gold, experience points, potential experience points, STR, AC, and stocks of herbs, Antidote and Elixir. When START is pressed, this window pops up at upper left for the first player and upper right for the second player.

Message window



This pops up when a character speaks and in certain situations.

Hit points indicator

This shows the remaining life of the player character. The first player's hit points are shown at bottom left, the second player's at bottom right. When hit points fall to zero, the game is over for that player. When your points are low, you may restore them by staying at an inn or taking herbs or elixir. Your hit-point maximum rises with your level. The indicator also shows magic points and the player's name.

Magic Spells

Casting Spells

Spells can be used only by the mage. You learn spells, in the following order, as you reach higher levels.



The **Fireball** flies horizontally from your wand. This spell is available from the start of the game.



The **Storm of Daggers** whirls around you to protect you from opponents at close range.



The **Wall of Flame** weakens your opponent.



The whirling **Ice Tornado** is death to flying demons.



The **Lightning Bolt** is discharged from your wand to instantly destroy almost any opponent.

Important Items



The **Elixir** will restore you to full strength.

Herbs will raise your hit points.



The **Scale of the Mermaid** will let you travel freely underwater.

The **Antidote** will halt the effects of poison.



The **Lilliput Orchid** will make you small.



Shops and Places of Refuge

In either world, you may find buildings and places that will help you. To enter, move the **Direction Key** upward. If two people are playing, this key operation will put both in the same place.

Inn

You can stay over at an inn in exchange for gold. A night at an inn will restore your hit points and magic points to maximum. When two players enter an inn, only the first to speak to the innkeeper will regain points.



Armory

Talk to the armorer to buy a weapon or armor. You may carry only one weapon and one kind of armor.



Apothecary

Talk to the alchemist to buy medicines or magical materials.

House

There are many houses in the human world. Talk to the people in them to gather information and find important items.

You will find other special places along your journey. Investigate them.

Talking to Others



To speak with others you meet, approach them and press B. You will get a message window.

When the person has more to say, an arrow appears in the message window. Press B again to get the rest of the conversation.

The message will appear one letter at a time. You can speed it up by holding down B.

All other operations are frozen until the person finishes speaking.

Stages

There are five stages in the game. All but the last consist of two worlds, above and below ground.

Stage 1

The human world: Dirzar, the castle town

The game begins in this beautiful town surrounded by mountains and forest.

The underworld: The Cave of Stones

Here you'll meet your first monsters. You must defeat the Black Pudding and consult the Sage of the Crypt.



Stage 2

The human world: Marinade Village

The inhabitants of this lakeside village are being terrorized by the Kraken, a giant tentacled monster.

The underworld: The Tunnels of Brick

Here there are many traps for the unwary and a powerful monster. Find the Scale of the Mermaid.

Stage 3

The human world: The Grove of the Gnomes and the Trackless Forest

Here the gnomes live on the edge of the mysterious Trackless Forest. What lies beyond is a mystery.

The underworld: The Maze of Roots

Monsters lurk in this spooky tangle of roots and tunnels. Find the secret path to the other side of the Trackless Forest.

Stage 4

The human world: The Ghost Village

This village was destroyed by a gang of highwaymen, and many angry ghosts lurk about. A hanged skeleton has important information.



The underworld: The Caves of Skulls

Here you must find and defeat the leader of the villainous gang. Listen to the dog to get something that will help you enter the Balrog's stronghold, Castle Cadash.

Stage 5

Castle Cadash

This is your final and most difficult challenge: save Princess Salassa and destroy the Balrog.



Other features

Some of your opponents will have poison stings. When you are poisoned, your hit points fall slowly. You must take the Antidote or die.

Treasure boxes hidden here and there offer you wealth and power — gold, herbs, and other wonders.

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